In the Claims

The status of claims in the case is as follows:

1. [Currently amended] A method for character interactive input/output (I/O) in a half duplex block mode environment including a workstation and a server, comprising the steps of:

receiving a key stroke into a buffer at said workstation;

automatically transferring said keystroke from said workstation over a 1/2 duplex block mode interface to a full duplex character interactive (I/O) server application;

said application processing said keystroke and responding appropriate to context of said server application.

2. [Original] The method of claim 1, said buffer being an auto enter, non-display entity on a display screen.

3. [Original] The method of claim 1, said buffer being a non-screen entity accessible to said client.

4. [Currently amended] A method for character interactive input/output in a half duplex block mode environment including a workstation and a server, comprising the steps of:

connecting said client workstation to said server;

defining a workstation display as a 1-byte character input field that has auto-enter and non-displayable attributes operating in said half duplex block mode;

receiving a keystroke into said input field;

automatically transferring said keystroke from said workstation display to a server application; and

said application processing said keystroke and responding appropriate to context of said server application.

5. [Currently amended] The method of claim 4, further comprising the steps of:

[[and]] communicating an attention signal from said client workstation; and

responsive to said attention signal, communicating said keystroke from said workstation display to said server application.

6. [Original] The method of claim 4, said client and server together becoming a cascaded client to a targeted application server that requires character dependent input/output in full duplex mode.

7. [Original] The method of claim 4, further comprising the step preventing display of said input character on said display.

8. [Original] The method of claim 4, further comprising the step of operating said client and providing for translation of said character from EBCDIC to ASCII.

9. [Original] A method for character interactive

input/output in a half duplex block mode environment, comprising the steps of:

configuring a workstation display device to a one character field; and

immediately upon entry of an input character into said one character field, processing said input character by signaling an attention identifier from a client emulator application, and responsive to said attention identifier, retrieving said character from said one character field.

10. [Original] The method of claim 9, further comprising the step of translating and communicating said character to a remote server and application for interpretation within the context of said remote application.

11. [Original] The method of claim 10, further comprising the step of returning from said remote application to said client a display character for display at said workstation display.

12. [Currently amended] The method of claim 11, said

display character selectively comprising an ~~optional~~ echo character which may ~~or may not~~ be said input character.

13. [Original] A method for operating a client application in character interactive input/output mode in a half duplex block mode environment, comprising the steps of:

responsive to receiving an attention command from a keyboard, retrieving from a one character display buffer configured as an auto-entry non-displayable display a single input character; and

translating and communicating said input character to a remote application for interpretation within the context of said remote application.

14. [Original] A method for operating a display, comprising the steps of:

configuring said display with respect to a character entry device as a one character, auto-entry, non-displayable buffer;

responsive to entry of an input character into said

buffer, immediately communicating said input character to a remote application for interpretation.

15. [Currently amended] The method of claim 14, further comprising the steps of:

~~Optionally~~ receiving from said remote application an echo character selectively not said input character; and

displaying said echo character.

16. [Original] A system for performing character interactive input/output in a half duplex block mode environment including a workstation and a server, comprising:

a display buffer for receiving a key stroke;

a client for automatically transferring said key stroke from said workstation to a server application;

said server application for processing said keystroke and responding appropriate to context of said server

application.

17. [Original] A system including a workstation and a server for character interactive input/output in a half duplex block mode environment, comprising:

a network for connecting said workstation to said server;

a workstation display configured as a 1-byte character input field that has auto-enter and non-displayable attributes;

a keyboard for entering a keystroke into said input field;

said workstation automatically transferring each said keystroke from said workstation display to a server application; and

said server application for processing said keystroke and responding to said workstation with an echo character appropriate to context of said server application for display at said workstation display.

18. [Original] A system for character interactive input/output in a half duplex block mode environment, comprising:

a workstation display device configured as a one character field;

a server; and

a client emulator application responsive immediately upon entry of an input character into said one character field, for retrieving and communicating to said server said character from said one character field, and responsive to said server for displaying at said display device an echo character selectively different from said input character.

19. [Original] A display for character interactive input/output in a half duplex block mode environment, comprising:

a one character, auto-entry, non-displayable buffer for receiving from an input device an input character for

communication to a server application; and

an output field for displaying an echo character from said application.

20. [Original] A program storage device readable by a machine, tangibly embodying a program of instructions executable by a machine to perform method steps for character interactive input/output in a half duplex block mode environment including a workstation and a server, said method steps comprising:

receiving a key stroke into a buffer at said workstation;

automatically transferring said key stroke from said workstation to a server application;

said application processing said keystroke and responding appropriate to context of said server application.

21. [Original] A program storage device readable by a machine, tangibly embodying a program of instructions

executable by a machine to perform method steps for character interactive input/output in a half duplex block mode environment including a workstation and a server, said method steps comprising:

connecting said client workstation to said server;

defining a workstation display as a 1-byte character input field that has auto-enter and non-displayable attributes;

receiving a keystroke into said input field;

automatically transferring said keystroke from said workstation display to a server application;

said application processing said keystroke and responding appropriate to context of said server application.

22. [Original] A program storage device readable by a machine, tangibly embodying a program of instructions executable by a machine to perform method steps for character interactive input/output in a half duplex block

mode environment, said method steps comprising the steps of:

configuring a workstation display device to a one character field; and

immediately upon entry of an input character into said one character field, processing said input character by signaling an attention identifier to a client emulator application, and responsive to said attention identifier, retrieving said character from said one character field.

23. [Original] A program storage device readable by a machine, tangibly embodying a program of instructions executable by a machine to perform method steps for operating a client application in character interactive input/output mode in a half duplex block mode environment, said method steps comprising the steps of:

responsive to receiving an attention command from a keyboard, retrieving from a one character display buffer configured as an auto-entry non-displayable display a single input character; and

translating an communicating said input character to a remote application for interpretation within the context of said remote application.

24. [Original] A program storage device readable by a machine, tangibly embodying a program of instructions executable by a machine to perform method steps for operating a display, said method steps comprising the steps of:

configuring said display with respect to a character entry device as a one character, auto-entry, non-displayable buffer;

responsive to entry of an input character into said buffer, immediately communicating said input character to a remote application for interpretation.

25. [Original] A computer program product or computer program element for operating a display according to method steps comprising the steps of:

configuring said display with respect to a character entry device as a one character, auto-entry, non-

displayable buffer;

responsive to entry of an input character into said buffer, immediately communicating said input character to a remote application for interpretation.

26. [Original] The method of claim 1, said automatically transferring step further comprising the steps of:

transferring said keystroke from said workstation to a Telnet client and thence to said server application via a Unix server.

27. [Original] The method of claim 4, said automatically transferring step further comprising the steps of:

transferring said keystroke from said workstation to a Telnet client and thence to said server application via a Unix server.

28. [Canceled]

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